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Patentanmeldung Nr.	Patent application No.	Demande de brevet n°

04100026.6

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For the President of the European Patent Office

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Bezeichnung der Erfindung/Title of the invention/Titre de l'invention:
(Falls die Bezeichnung der Erfindung nicht angegeben ist, siehe Beschreibung.
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Selecting a part of an A/V program

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Selecting a part of an A/V program

In a hard disk recorder, the recorded TV programmes are temporarily stored in a buffer. A user can indicate that a programme must be saved, i.e. that it has to remain on the disk even if the buffer no longer exists. Currently, a programme can only be saved in its entirety, although there are some provisions to truncate it.

5   The method according to the invention provides a consistent user interface to mark and select as many parts of the programme as required with just two functions. Traditional selection is done by marking a point, moving a pointer and marking another point. The method according to the invention is an improved selection procedure in situations where the traditional selecting cannot be used or is undesirable.

10   An important feature of the invention is the consistent navigation in and marking of parts of a programme to end up with multiple parts that will be saved for recording. Alternately performing two functions, e.g. by pressing two keys, allows marking of as many areas as required in any location as required.

Say a programme has begin- and end positions A and B in a temporary buffer
15   and that p, q, r and s are points in that programme, where $p<q<r<s$. A pointer can be used to navigate in the area that represents the programme. There may be two keys on which the two distinct functions Expand and Truncate are mapped. The Expand function only works in unmarked areas, whereas the Truncate function only works in marked areas of the programme. Expand expands the area from the pointer position until the end of the
20   programme or until the beginning of another area. Truncate truncates the marked area from the pointer position until the end of the programme or until the beginning of another area.

As can be seen in Figure 1, if the pointer is at position p (in an unmarked area) and the user presses Expand, the area p-B is marked (left). If p is in a marked area and the user presses Truncate, the area p-B is unmarked (right).

25   If, in the left part of Figure 1, the user navigates to any point in the area A-p and presses Expand again, then that would just move the begin point of the marked area.

However as shown in Figure 2, if the user presses Truncate while the pointer is in area p-B (at position q), the area p-q is marked and the area q-B is unmarked.

Similarly, in the right part of Figure 1, if the user navigates to any point in the area p-B and presses Truncate again, then that would just move the end point of the marked area. However as shown in Figure 2, if the user presses Expand while the pointer is in the area p-B (at position q), the area A-p remains intact and the area q-B now also belongs to the

5   total marked area in A-B.

As shown in Figure 3, alternately pressing Expand and Truncate from marked and unmarked areas results in the division of the programme A-B in as many parts as required. It is useful to go to the right-most area: all Expands or Truncates from any other position only result in a re-position of the points p, q, r and s. Note that the areas that are next

10   to each other are each other's inverse. That is also what makes this method consistent.

In the embodiment described above, the Expand function and the Truncate function are mapped on two distinct keys. Thus in that embodiment, there is an Expand key and a Truncate key. As said above, the Expand function only works in an unmarked area and the Truncate function only in a marked area. In another embodiment, the Expand function

15   and the Truncate function are mapped on a single key, e.g. called a Marking key. Pressing the Marking key when the pointer is in an unmarked area results in the execution of the Expand function whereas pressing the Marking key when the pointer is in a marked area results in the execution of the Truncate function. This embodiment has the further advantage that only one key is required on the operating device, e.g. remote control, and that the user needs to operate

20   only one key.

This method according to the invention can be used in a hard disk recorder or a combi recorder with a hard disk and a DVD. However, the method can also be applied in other apparatuses where parts of a programme or recording need to be selected. The typical application area is where audio and or video data are present and where these data are

25   represented for the user on a display device. For example, the data may be represented by a bar displayed for the user on the display device whereby the position in the bar corresponds with a time position in the data

CLAIMS:

1.   A method of selecting a part of an audio or video program, comprising the
steps of
-        displaying a representation of the program,
-        moving a pointer to a first position in the representation,
5   -   executing an expand function for marking the part of the program extending
from the first position to the end of the representation,
-        moving the pointer to a second position in the marked part of the program,
-        executing a truncate function for defining as not marked the part of the
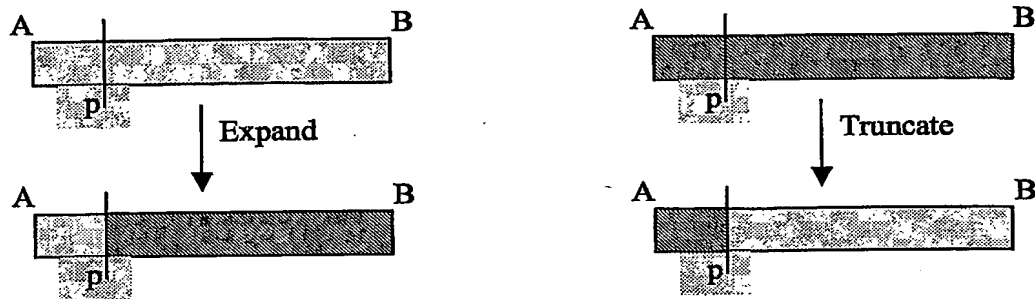program extending from the second position to the end of the representation.
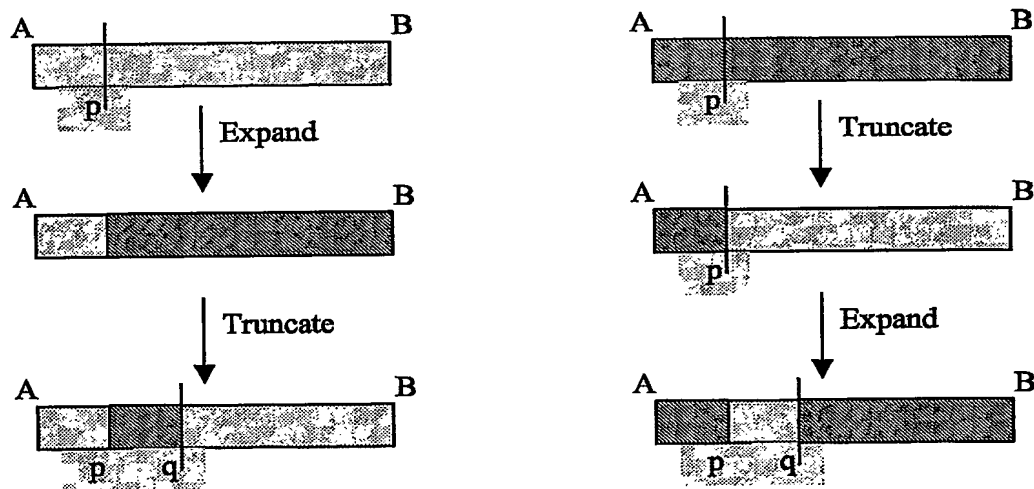10

Figure 1 – Expand and Truncate

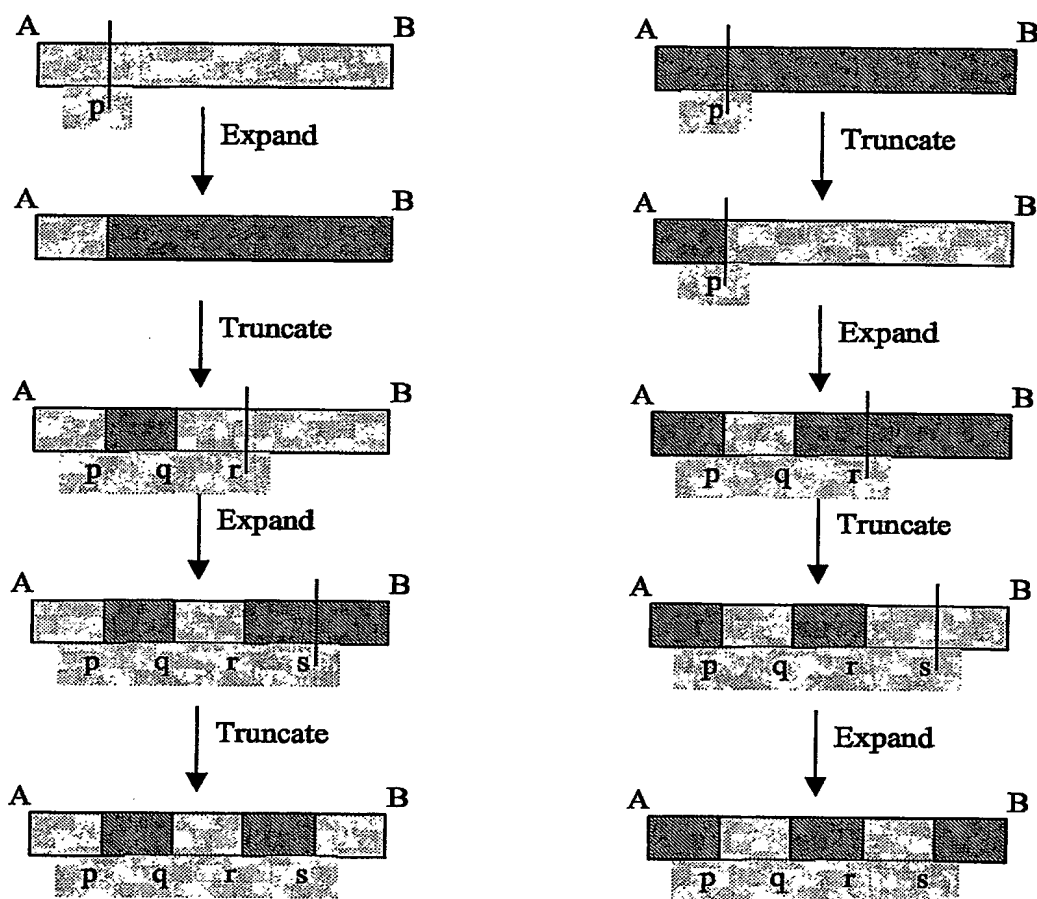Figure 2 – Further Expand and Truncate

Figure 3 — Further Expand and Truncate for selecting multiple parts

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